IN THE CLAIMS:

The text of all pending claims (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with <u>underlining</u> and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1.-6. (cancelled)

7. (previously presented) An interface as recited in claim 8, further comprising a drawing dialog box invoked by the control and allowing the user to input the layer names.

8. (previously presented) An interface, comprising:

layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes; and

a control associated with the graphic that allows a corresponding layer to be edited wherein the graphic has target areas with target sizes of at least 2e where e is a distance error accuracy of an input device.

9. (previously presented) An interface as recited in claim 8, wherein the control invokes a marking menu type layer editing menu.

10. (previously presented) An interface as recited in claim 8, wherein an active layer is highlighted with a frame surrounding the name.

11. (previously presented) An interface as recited in claim 8, wherein each layer control comprises:

a marking menu control for layer editing;

a move control for moving a position of a layer in a layer editor stack; and

a transparency control controlling the transparency of a corresponding drawing layer.

12. (previously presented) An interface as recited in claim 8, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is hidden or visible.

13. (previously presented) An interface as recited in claim 8, wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is one of hidden and locked.

14. (previously presented) An interface as recited in claim 8, wherein a background layer has a text label.

15. (previously presented) An interface as recited in claim 8, wherein activation of each control via a mark simultaneously selects a corresponding layer and selects an operation on the layer.

16. (previously presented) An interface as recited in claim 8, wherein making a marking gesture in association with the layer representation graphic initiates a function with respect to one or more of the layers.

17. (previously presented) A layer editor interface, comprising:

layer representation graphic having layer names inputable by a user and displayable as hand drawn strokes, and having selection targets with a box shape, each selection box comprising:

a marking menu control activatable for each layer that allows the layer to be edited where the marking menu control comprises edit controls for new layer, clear layer, rename layer, delete layer, merge layer, lock layer, hide layer and position layer;

a re-order layers control; and

a layer opacity control having a dialog box with a slider for setting layer opacity,

wherein each of the controls has a target size of at least 2e where e is a distance error accuracy of an input device,

wherein an active layer is highlighted with a frame surrounding the name,

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is visible, and

wherein each layer graphic has an indicator indicating whether a corresponding drawing layer is locked.

18-27. (cancelled)

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